# 资源引用/许可证

fps框架:FPSFramework | [系统|Unity Asset Store](https://assetstore.unity.com/packages/templates/systems/fps-framework-217379)

许可证:https://unity.com/cn/legal/as-terms

场景:

RPG/FPSGame Assets for PC/Mobile (Industrial Set v3.0) | 3D [工业场景|Unity Asset Store](https://assetstore.unity.com/packages/3d/environments/industrial/rpg-fps-game-assets-for-pc-mobile-industrial-set-v3-0-101429)

FloodedGrounds | 3D [环境 |Unity Asset Store](https://assetstore.unity.com/packages/3d/environments/flooded-grounds-48529)

许可证:https://unity.com/cn/legal/as-terms

角色僵尸:Zombie| 3D [人形角色|Unity Asset Store](https://assetstore.unity.com/packages/3d/characters/humanoids/zombie-30232)

许可证:https://unity.com/cn/legal/as-terms

聊天插件:Fungus

AINPC:AIChatTookit

可视化开发xdr:

AI服务:

[百度智能云千帆大模型平台ModelBuilder(baidu.com)](https://cloud.baidu.com/product/wenxinworkshop)

GitHub- zhangliwei7758/unity-AI-Chat-Toolkit:[使用unity实现AI聊天相关功能。目前这个库包含了对chatgpt、chatglm等大语言模型的api调用的代码实现以及实现了微软Azure以及百度AI的语音服务功能，语音服务均采用webapi实现，支持Windows/WebGL/Android等平台](https://github.com/zhangliwei7758/unity-AI-Chat-Toolkit?tab=readme-ov-file)